

# **TORPEDO FIRE**™

## **MOVEMENT COMMANDS**

**MDC<sub>tt</sub>** = Continue on present course for *tt* seconds

**MC<sub>ddd</sub>** = Set course to *ddd* degrees

**MSS<sub>kk</sub>** = Set speed to *kk* knots

**MU<sub>fff</sub>** = Move to a depth of *fff* feet (subs only)

## **FIRE COMMANDS**

**FDC<sub>tddd</sub>** = Fire depth charge at time *t*\*10 to explode at *ddd* feet underwater

**FKG<sub>tddd</sub>** = Fire K-guns at time *t*\*10 to explode at *ddd* feet underwater

**FAT<sub>tlll</sub>** = Fire Ahead Throw Weapon at time *t*\*10, *lll*+50 yards ahead of the ship

**FSG<sub>dddllll</sub>** = Fire Surface Guns *ddd* degrees at range *llll* yards

**FSS<sub>dddllll</sub>** = Fire Star Shell *ddd* degrees at range *llll* yards

**FT(B/S)<sub>dddtt</sub>** = Fire Torpedo from (Bow/Stern) tube on course *ddd* degrees at time *tt*.

## **MOVEMENT RATES**

KNOTS	YARDS TRAVELED IN 60 SECONDS
60 .....	2000
30 .....	1000
25 .....	833
20 .....	667
15 .....	500
10 .....	333
5 .....	167

OR AT 1 KNOT A SHIP MOVES .555 YARDS/SECOND

## **TURNING ABILITY**

	MAXIMUM TURN IN 60 SECONDS
CONVOY .....	30°
ESCORTS .....	90°
SUBMARINES .....	120°